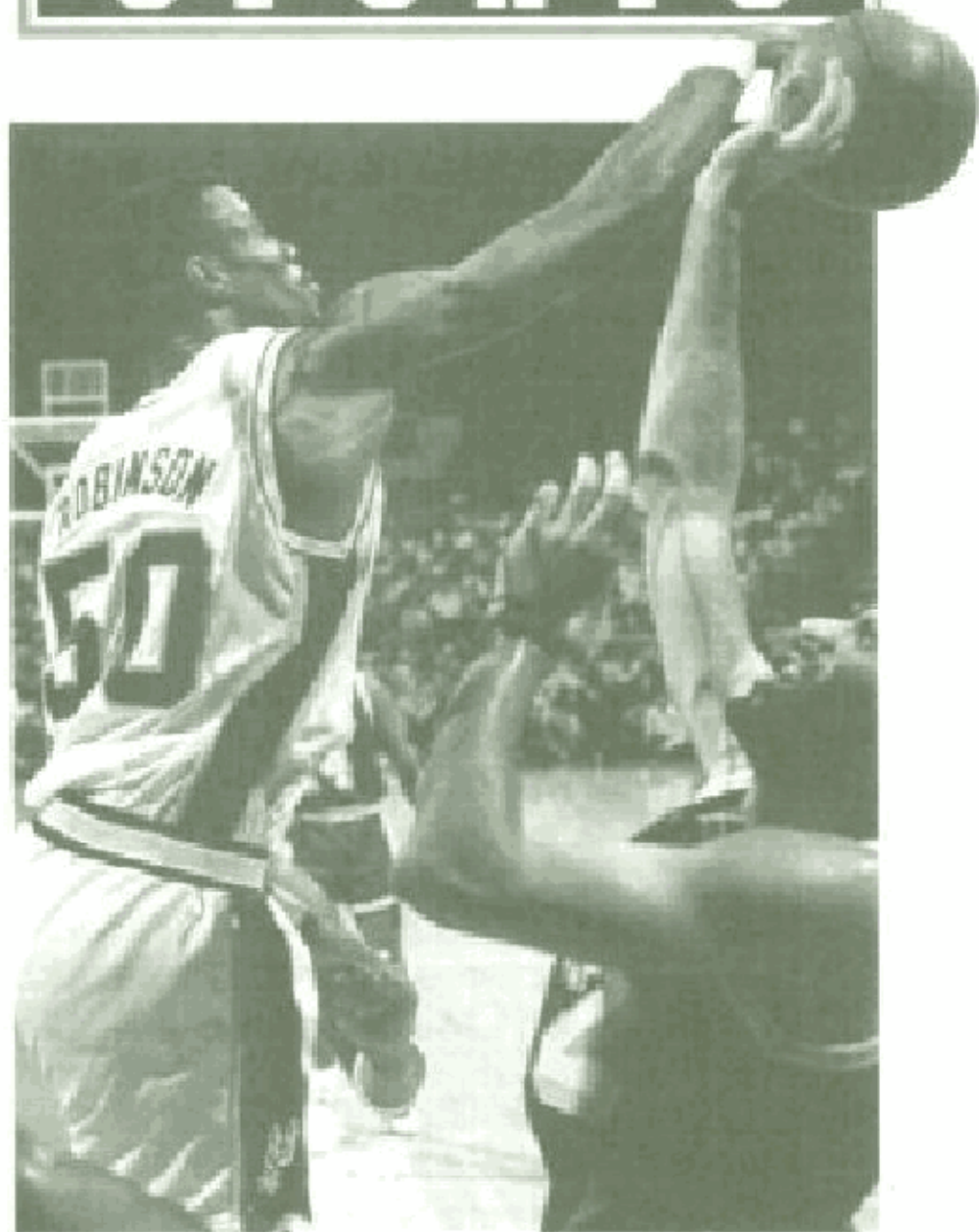# GENESIS™

INSTRUCTION MANUAL

SEGA SPORTS™

NBA ACTION '95

STARRING DAVID ROBINSON

SEGA

KIDS TO ADULTS
K·A
AGES 6+

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ❏ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.

- ❏ Do not bend it, crush it or submerge it in liquids.

- ❏ Do not leave it in direct sunlight or near a radiator or other source of heat.

- ❏ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

For gameplay help, call 1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

CONTENTS

AtariGuide

TAKE IT TO THE HOLE!

Welcome to NBA Action '95! It's genuine fast-breaking NBA action, with all 27 NBA teams and real players! Run and gun to the color commentary of Marv Albert, announcer of "NBA on NBC." Advance through league, playoffs and into the NBA Finals for non-stop action!

NBA Action '95 features a spectacular new "Fast-Breaking View" that lets you lead the break up and down the court. The game also features in-depth player ratings and statistics, advanced instant replay, player trading, and extensive player controls. There's also a battery backup to store your stats, the players you create, and your league play and trades.

So what are you waiting for? Grab the controllers and get on the court!

STARTING UP
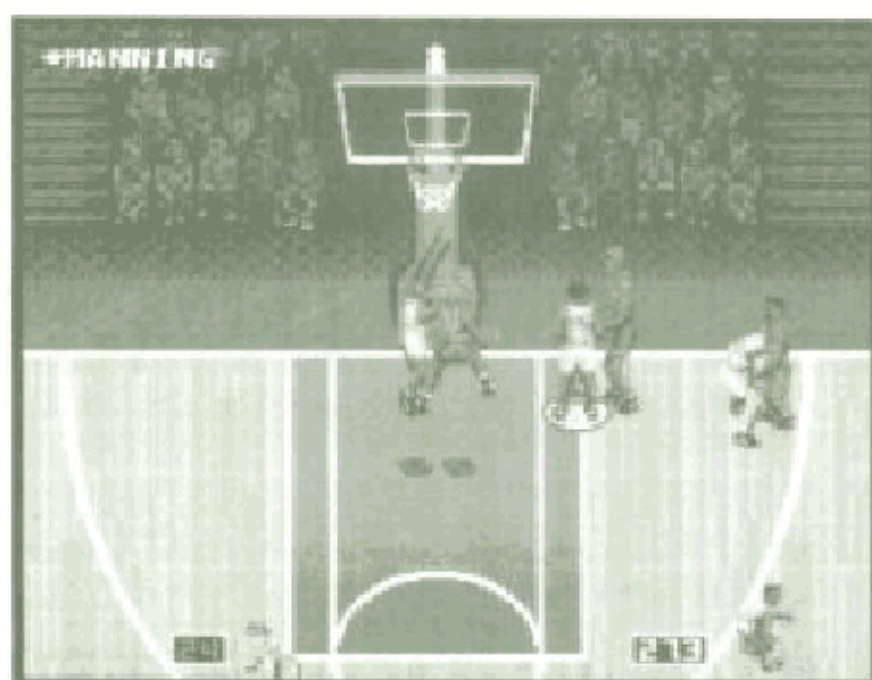
Cartridge Slot
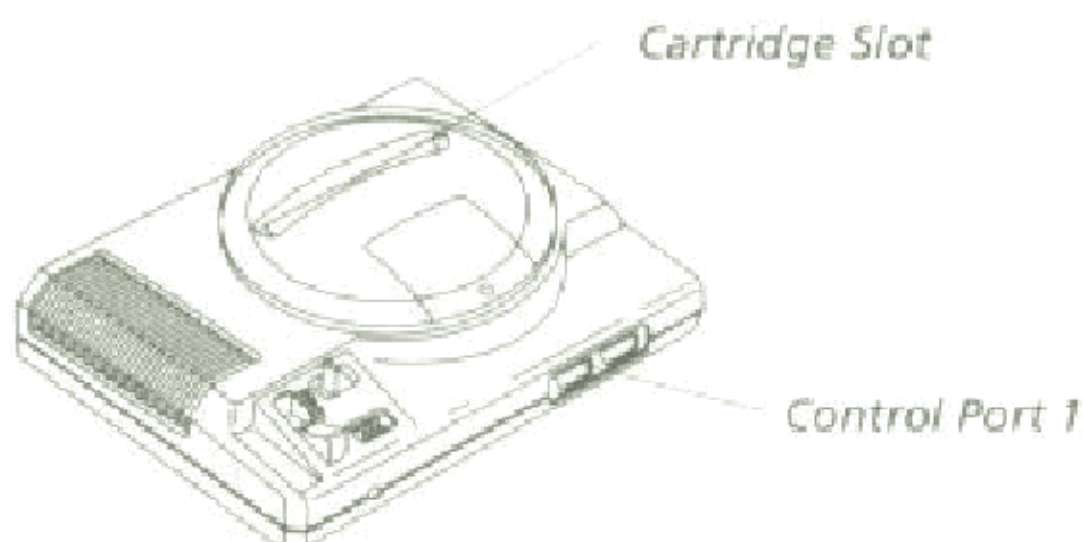
Control Port 1

1. Set up your Genesis system. Make sure the power switch is turned OFF.

   Important: Always turn the power switch OFF before inserting or removing the cartridge.

2. Plug a Sega controller into control port 1.

3. Insert the game cartridge into the cartridge slot, pressing it down **firmly**.

4. Turn the power switch ON. In a few moments, the Sega logo will appear, followed by the title screen.

5. Press **Start** to begin.

   Important: If you don't see the Sega screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is firmly inserted in the console, and then turn the power switch ON again.

AtariGuide

GETTING INTO ACTION

Here's how to get into NBA Action '95 right away.

• Press Start from the Title Screen to get to the Game Setup screen.

• Choose 1 Game Orig. Roster for the Play Mode, and select the teams you want to play using the Visiting Team and Home Team options.

• Press Start and you'll go to the Controller screen.

Each controller (there can be up to five, if you're using the Team Player™ hardware; see page 33 for details) has its own symbol. Controller 1 is the circle, Controller 2 is the square, and so on.

• Move the controller symbol to the desired team by using the D-pad.

• When all players have chosen their teams, press Start. This takes you to the Starters screen for the Visiting Team; press Start again to see the Starters for the Home Team. Press Start again and you'll go to the court, where you'll see the Video Board Options.

• Press Start again to begin playing NBA Action!

START THE GAME!

Take the tip-off and go! Press the C button to jump and tap the ball in the direction of the D-pad. Check out the Control Table on the next page for the basics, and go play some hoops!

CONTROL SUMMARY

The table below shows the basic controls for NBA Action.

	A	B	C
Offense: Ball handler	Speed Burst	Pass	Shoot
Offense: Without ball	Speed Burst	Switch Players	Jump
Offense: Rebounding	Jump to Grab the Rebound	Switch Players	Jump to Tip or Dunk the Rebound
Defense: Rebounding	Box Out	Switch Players	Jump to Grab the Rebound
Defense: General	Steal (tap) Speed Burst (hold)	Switch Players	Jump/ Block Shot

D-Pad: Move or take action in direction of D-Pad.

Start Button: Pause game and display Videoboard.

D-Pad   Start

                                         Button C

                                         Button B

                                         Button A

AtariGuide
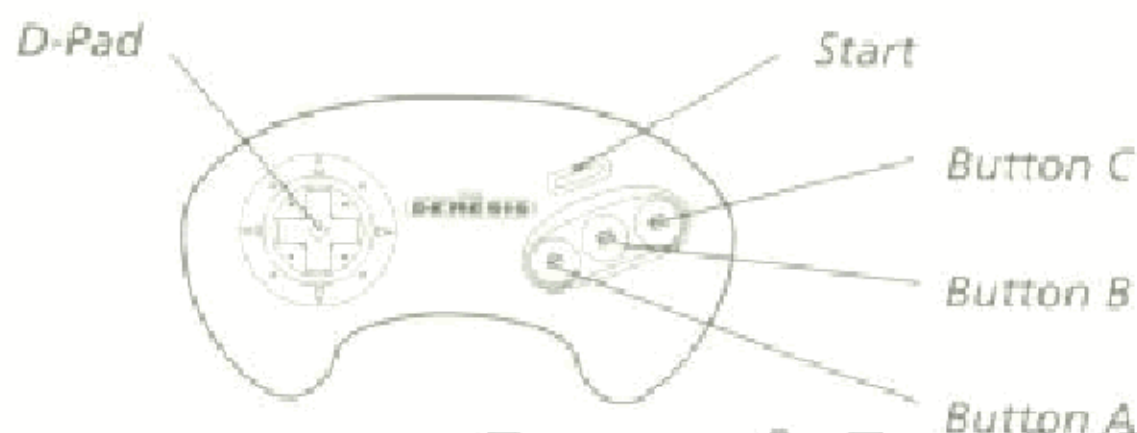
ADVANCED CONTROLS

Set Pick: This option only works with two or more user-controlled players on the same team. Press and hold the A button.

Call for Pick: While controlling the ball handler on offense, tap the A button (6 button users: Press the Y button).

Hook Shot: While controlling the ball handler on offense, press the D-Pad towards the opponent's basket and press the C button. (Players shooting at the North basket must hold DOWN on the D-Pad and press the C button. Players shooting at the South basket must hold UP on the D-pad and press the C button.

Tell Teammate to Cut from Left Side of Screen: While controlling the ball handler, press the D-Pad to the left and tap the A button (6 button users: press the X Button).

Tell Teammate to Cut from Right Side of Screen: While controlling the ball handler, press the D-Pad to the right and tap the A button (6 button users: press the Y Button).

Alley Oop: This option only works with two or more user-controlled players on the same team. The ball handler must pass to the intended dunker while he is leaping in the air next to the basket. The dunker must press the C Button when the ball is caught.

Attempt to Draw Charge: While on Defense, hold the A Button.

Switch to Shot Blocker: First, you must designate a Shot Blocker on the Defensive Matchups screen in the Videoboard Options (see page 11). Then, while on defense, hold the B button. Control will automatically switch to the designated Shot Blocker.

Pump Fake: While controlling the ball handler, tap the C Button.

Pass While in the Act of Shooting: Press the B Button before the shot button (the C Button) has been released.

GAME SETUP

This screen appears after the Title screen. You'll use the Game Setup screen every time you play the game.

- D-pad up/down to move the highlight bar up/down.

- D-pad left/right to toggle through the various options for each menu item.

- Press Start to move to the next screen.

The options that appear on the screen when you press Start are the options selected for that game. Each of the options are explained in detail on the following pages.

PLAY MODE

The Play Mode option allows you to select from several different play formats, and also allows you to enter the Roster Management portion of NBA Action '95.

1 Game Original Roster — Play one game using any two teams with the original team rosters.

1 Game Revised Roster — Play one game using any two teams with the team rosters as revised by trades or signing free agents (see Roster Management).

New Season — Start a new season of NBA basketball action using the 1995 NBA schedule.

Continue Season — Continue a saved season already in progress.

Season Roster Management — Enter the Roster Management system to revise the rosters of any of the teams. (See Roster Management on page 26 for details.)

Cart Roster Management — Enter the Cart Roster Management system to revise the rosters of any of the teams. (See Roster Management on page 26 for details on this and the differences with Season Roster Management.)

VISITING TEAM/HOME TEAM

Choose the Visiting and Home Teams from among all the
NBA teams and several different All-Stars and Hall of
Fame teams. This option has no effect if you have chosen
New Season or Continue Season as the Play Mode.

SAVE RECORDS

When this option is On, records from games played are
saved in memory; when Save Records is Off, records from
games you play are not saved in memory. See Roster
Management on page 26 for details.

QUARTER TIME

Select the length of the periods using this option. Quarters
can be 2, 4, 6, 8, or 12 minutes long.

SKILL LEVEL

Select the skill of the computer players: Rookie, Veteran,
or All Star. The Rookie is the easiest setting, while the All
Stars give you the toughest opposition.

MARV ALBERT

Turn the voice of Marv Albert on or off using this option.

MUSIC

Turn the game music on or off using this option.

FOULS

Use this option to turn Fouls on or off; if Fouls are Off,
then no fouls are called during play.

INJURIES

Use this option to enable or disable injuries. When this is
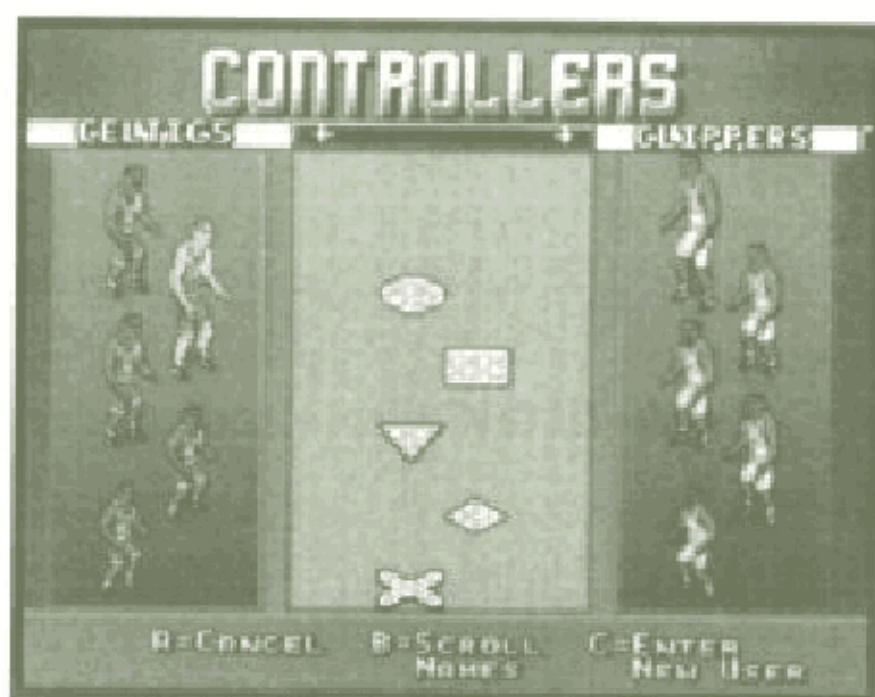Off, no injuries occur during play.

FATIGUE

Use this option to turn Fatigue on or off. When Fatigue is
On, players grow tired during the game and their ability is
reduced until they've had a chance to rest.

SOUND DEMO

Use this option to hear the various sounds and music
included; press the A button to hear the selected sound

CONTROLLERS

Before you can begin play, you must choose which controller operates which team. Controller 1 uses the circle cursor, Controller 2 uses the square cursor, Controller 3 uses the triangle cursor, Controller 4 uses the diamond cursor, and Controller 5 uses the X cursor. (In order to have more than 2 controllers in use, you must use Sega's Team Player™ multi-player adapter; see page 33 for details.)

If you don't assign any of the controllers, the computer plays against itself.

• To move your cursor to one team or the other, D-pad left/right.

You can also enter a user name here. The user names are stored in the cart's permanent memory, allowing you to compare your stats with your friends' stats. If you want to keep a record of this game or the season, you need to

select or enter a user name. See Roster Management on page 26 for details on viewing records.

C Button: Enter a new user name

D-Pad left/right: Move to the next letter

D-Pad up/down: Change letter

STARTERS

This screen shows the starting lineup for the Visiting Team; press Start to see the lineup for the Home team. Press Start to proceed to the game.

ON THE COURT

This section describes the options available when you're on the court.

VIDEOBOARD OPTIONS

Press Start to pause the game at any point and display the Videoboard. This shows score, the quarter, the time remaining in the quarter, and the number of team fouls for each team. The Videoboard also has a number of game controls available; these options are detailed in this section.

C Button: Choose highlighted option

D-Pad up/down: Move between options

Start Button: Return to game

INSTANT REPLAY

This displays the last few moments of game play, allowing you to play it back with a variety of options.

A Button: Rewind
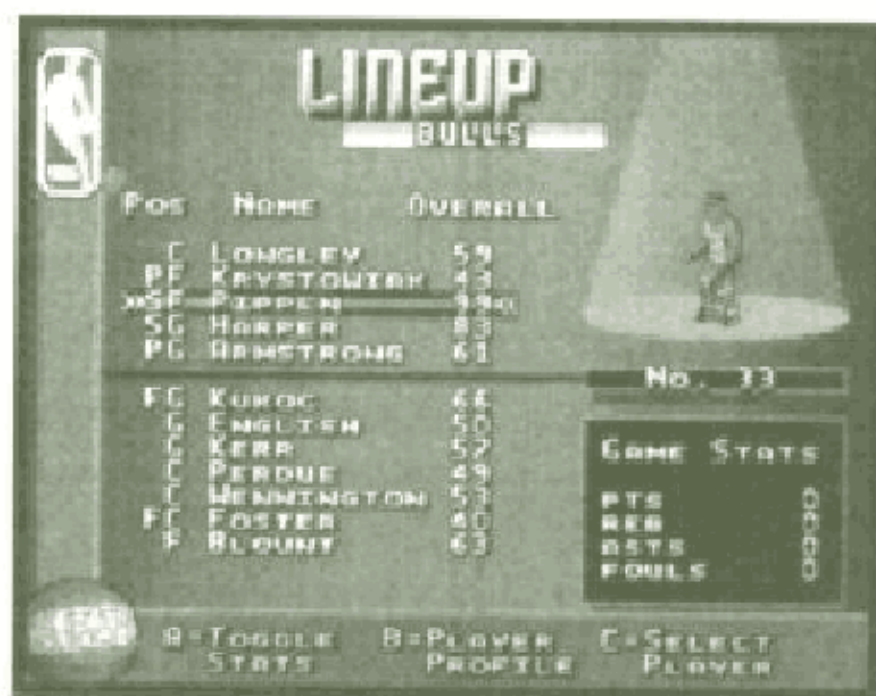
B Button: Slow motion play

C Button: Play

D-Pad left/right/up/down: Move camera focus around court

Start Button: Options (see following)

> Options

> A Button: Reverse Angle

> Start Button: Exit instant replay

LINEUPS

This displays the Lineup screen (showing the lineup of your team) and allows you to make substitutions. (However, you can't make substitutions unless the clock has stopped; for instance, when the ball goes out of bounds or a timeout is called). Highlight the player you want to substitute and press the C Button to select him, then use the D-pad to highlight the other player and press the C Button to complete the substitution.

A Button: Toggle Stats

B Button: Player Profile

C Button: Select Player

D-Pad up/down: Highlight different team members

Start Button: Exit

DEFENSE MATCHUPS

This lets you set the defensive matchups between your team and the opposing team. You control how your players cover the other team when you're not in control of the player; that is, how the other four players act while you're controlling one of them. Each setting is explained in the field in the middle of the screen; use the D-Pad left/ right to change the setting for the highlighted player.
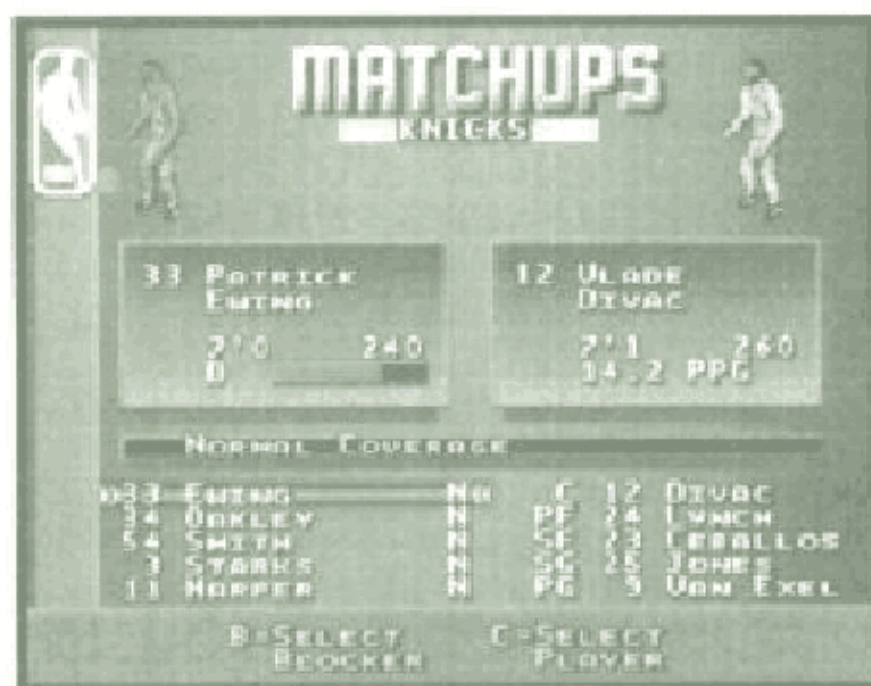
B Button: Select Blocker

C Button: Select Player

D-Pad left/right: Change defense for highlighted player

D-Pad up/down: Highlight different team members

Start Button: Exit

GAME STATS

This displays the statistics for the game to the current point. Use the D-pad up/down to see more statistics. When you're viewing the Team Stats use the D-Pad left/ right to view each quarter or the totals. When you're looking at Player Stats, use the D-pad left/right to change players for each team.

B Button: Toggle between Player Stats/Team Stats

D-Pad left/right: See different quarters or players

D-Pad up/down: See more stats

Start Button: Exit

GAME LEADERS

This displays the Game Leaders screen, showing the players with the leading statistics for the game so far. Complete statistics can be seen by scrolling left or right.

D-Pad left/right: See more statistics

D-Pad up/down: See each quarter or totals

Start Button: Exit

FULL TIMEOUT

Press the C button to call a full timeout when this is highlighted.

20 SEC TIMEOUT

Press the C button to call a 20 second timeout when this is highlighted.

ROSTER

This displays the Roster screen, showing the lineup of each team. You can view the lineup of any team in the roster by pressing the A Button. If you want to see more information about a player, highlight that player and press the B Button to see the Player Profile (see Player Profile on page 22).

A Button: Next Rating

B Button: Player Profile

D-Pad left/right: Change team

D-Pad up/down: Move highlight to different player

Start Button: Exit

INDIVIDUAL STATS

This displays the Game Stats screen, showing the statistics for each player so far. See Game Stats on page 14.

B Button: Toggle between Player Stats/Team Stats

D-Pad left/right: See different quarters or players

D-Pad up/down: See more stats

Start Button: Exit

PROFILES

This displays the Player Profiles screen or the Team Profiles screen (see page 22 for details). Press Start to return to the Videoboard Options screen.

USER STANDINGS

This displays the standings for the current Users recorded in the cartridge memory, with their wins, losses, and winning percentage. Press the Start button to exit.

USER RECORDS

This displays the records for the current Users recorded in the cartridge memory, with their wins, losses, and winning percentage, along with the scores for the last game played. Press the Start button to exit.

PLAYER RECORDS

This displays the player records for the current Users recorded in the cartridge memory, showing the various statistics for the players and the user that was controlling the player. Use the D-Pad left/right to see other statistics, and use the D-Pad up/down to see more players. Press the Start button to exit.

TEAM RECORDS

This displays the team records for the current Users recorded in the cartridge memory, and their scores and other statistics against the other Users or the computer. Use the D-Pad left/right to see other statistics, and use the D-Pad up/down to see more listings. Press the Start button to exit.

AtariGuide

GAME MVP

This screen shows the game's Most Valuable Player and his stats for the game.

Start Button: Exit

EXIT GAME

This leaves the game and returns to the Game Options screen without recording the game in progress.

SEASON PLAY

In Season Play mode you'll play a full season of NBA basketball, including the playoffs. Any or all of the games may be played or simulated by the computer. You get to Season Play mode by choosing New Season or Continue Season (if you already have a season in progress) from the Game Setup screen.

SEASON OPTIONS

This screen appears when you have selected Season Play mode by choosing New Season or Continue Season. The options available are following this section.

B Button: Exit

C Button: Choose Option

D-Pad up/down: Move highlight to different options

Start Button: Play Games

NBA STANDINGS

This screen shows the current NBA standing for each team so far in the season.

D-Pad left/right: See the standings for conferences and divisions

Start Button: Exit

AtariGuide

DAILY SCHEDULE

This screen shows each day's NBA schedule. Each game may be played by the players or can be simulated by the computer. Games to be simulated by the computer are indicated by a small "c"; to switch a game to human control (shown by a small "h"), use the D-pad up/down to move the highlight to the desired game and press the A button to switch control of the game.

A Button: Toggle game between computer and human play

C Button: View highlights of the selected game

D-Pad left/right: View each day in the NBA schedule

D-Pad up/down: Move highlight to different game

Start Button: Exit

INDIVIDUAL LEADERS

This screen shows the individual leaders in scoring and rebounds in the league. Scroll down to see more players; scroll left or right to see more statistics.

A Button: Change Category

B Button: Player Profile

D-Pad left/right: Change Team

D-Pad up/down: View more players

Start Button: Exit

INJURY REPORT

This screen shows the injuries for each team in the league. Scroll left or right to see other teams.

D-Pad left/right: View other teams

Start Button: Exit

AtariGuide

TEAM SCHEDULE

This screen shows the schedule for each team's entire season, with the date, the opposing team, and where the game is played.

B Button: Team profile

D-Pad left/right: Change team

D-Pad up/down: View more dates

Start Button: Exit

TEAM LEADERS

This screen shows league statistics in the following categories: Points scored per game, Points scored per game, Total Rebounds, Field Goal Percentage, Trey Percentage, Free Throw Percentage, Field Goals Made, Field Goal Attempts, Treys Made, Trey Attempts, Free Throws Made, Free Throw Attempts, Offensive Rebounds, Defensive Rebounds, Assists, Blocked Shots, Steals, Turnovers, and Personal Fouls.

A Button: Change Category

B Button: Team profile

D-Pad up/down: View more teams

Start Button: Exit

TEAM/PLAYER STATS

This screen shows team statistics in the same categories as the team Leaders screen.

B Button: Team profile

C Button: Player stats
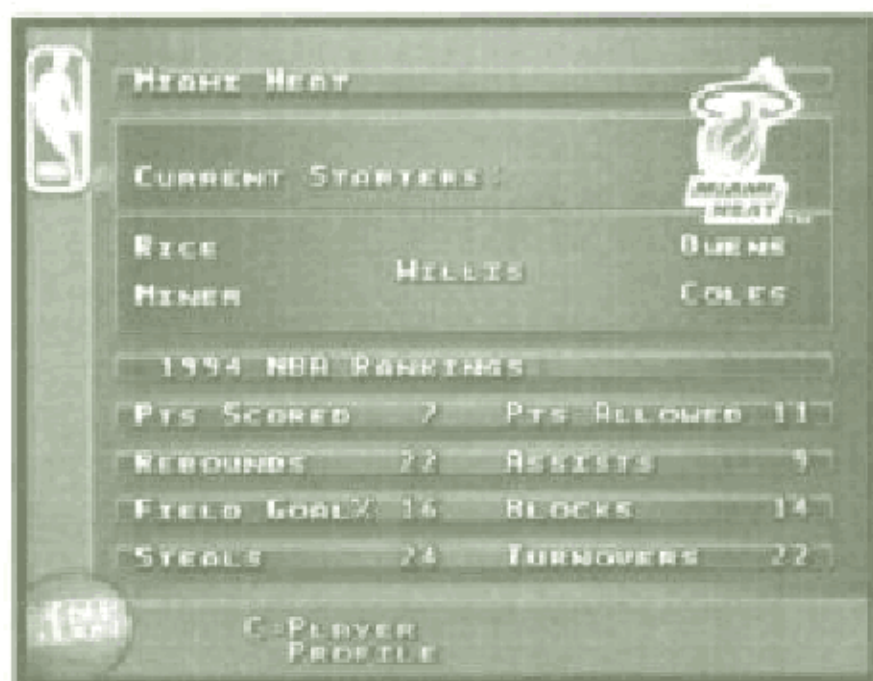
D-Pad left/right: Change team

D-Pad up/down: See more statistics

Start Button: Exit

TEAM/PLAYER PROFILES

Displays the Player Profile screen, where all the statistics and information about each player can be found. Use the D-pad left/right to switch players. The A button changes teams, and the B button displays the player ratings. When the player ratings are shown, use the D-pad up/down to see the rest of the ratings. Press the C button to see the Team Profiles.

The Team Profile shows the NBA record for the team, the starting lineup, and the team's NBA statistics. Use the D-pad up/down to see more statistics; use the D-pad left/right to see other teams. Press the C button to see the

Player Profiles, or press the Start button to return to the Roster Options screen.

A Button: Change team

B Button: Player ratings

C Button: Team profile

D-Pad left/right: View other teams

D-Pad up/down: View more ratings

Start Button: Exit

SEASON MVP

This screen shows the game's Most Valuable Player and his stats for the game.

Start Button: Exit

TEAM ROSTER

Displays the Roster screen, where you see a listing of all players on the team with their position, number, name, and their overall ability rating. Use the D-pad left/right to view specific ability ratings, including Free Throw, Blocking, Passing, Stealing, Defensive Rebound, Offensive Rebound, Inside Shooting, Penetration, Outside Shooting, Trey, Ball Handling, Agility, Speed, Defensive Awareness, and Offensive Awareness.

You can move players around in your roster on this screen. Use the D-Pad up/down to highlight the desired player, then press the C Button to select the player. Now use the D-Pad up/down again to select the player you want to switch positions with, and press the C Button to make the roster move.

A Button: Next rating

B Button: Player profile

C Button: Select Player

D-Pad left/right: Change team

Start Button: Exit

END SEASON NOW

Select this option to advance immediately to the playoffs. You are asked to confirm your decision by pressing the C button; press the A button to cancel this selection and return to the Roster Options screen.

AtariGuide

SIMULATE UNTIL

Select this option to simulate the remainder of the season and advance to the playoffs.

A Button: Change Month

B Button: Cancel

C Button: Change Day

Start Button: Exit

WARNING: Avoid pressing the Reset button while games are being simulated; this could cause the loss of the records stored on the cartridge.

ALL NBA TEAM

Select this option to display the members of the All NBA team. Press the Start button to exit.

NBA PLAYOFF TREE

Select this option to display the NBA Playoff Tree, showing the teams set to play at each stage in the playoffs.

SEASON GAMES

This screen appears when playing a season game, after you Start Game from the Daily Schedule. The options offered are the same as the Game Setup screen, except you can't alter the Home or Visitor teams (that's chosen in the Daily Schedule).

ROSTER MANAGEMENT

This feature of NBA Action '95 allows you to change any and all team rosters, trade players, sign free agents or even create new players. You reach the Season Rosters screen from the Game Setup screen by selecting Season Roster Management or Cart Roster Management in the Play Mode option. The two Roster Management choices have identical options, but the information is stored in different places.

NBA Action '95 stores three sets of rosters: the Original Rosters, the Cart Rosters, and the Season Rosters. The original rosters are stored in ROM and cannot be erased. At any time, you can choose to play a game using the original rosters by selecting 1 Game Original Roster on the Game Setup screen.

The Cart Rosters are stored in the battery-backed RAM on the cartridge. All trades, free agents signed, and other records are stored in these rosters. At any time, you can choose to play a game using the Cart Rosters by selecting 1 Game Revised Roster on the Game Setup screen. If the user chooses Reset Rosters from the Cart Roster Management screen, the Cart Rosters will be reset to the Original Rosters.

The Season Rosters are also stored in the battery RAM of the cartridge. Whenever a new season is started, the game automatically copies the Cart Rosters into the space reserved for the Season Rosters. During season play, the user can make changes (such as trades, signing free agents, and so on) without altering the Cart Rosters. If the user chooses Reset Rosters from the Season Roster Management screen, the Season Rosters will be reset to the Cart Rosters.

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This arrangement lets you update your Cart Rosters with any real-life NBA trades, but you can make your own trades during season play without losing any data. And, if you like, you can always erase everything and get back to the original rosters stored in the cartridge.

Important Note: You must have Save Records (in the Game Setup screen) set to ON if you want a record of your games and management saved to the cartridge. If you want User records to be kept, you must select a User name in the Controllers screen before you begin play. If no User name is selected, no records will be kept.

SEASON ROSTERS

The options available on this screen are explained in this section. Be sure to scroll down to see all the options available.

A, B or C Button: Choose option

D-Pad up/down: Highlight other options

Start Button: Exit

TEAM ROSTER

Displays the Roster screen, where you see a listing of all players on the team with their position, number, name, and their overall ability rating. Use the A Button to view specific ability ratings, including Free Throw, Blocking, Passing, Stealing, Defensive Rebound, Offensive Rebound, Inside Shooting, Penetration, Outside Shooting, Trey, Ball Handling, Agility, Speed, Defensive Awareness, and Offensive Awareness.
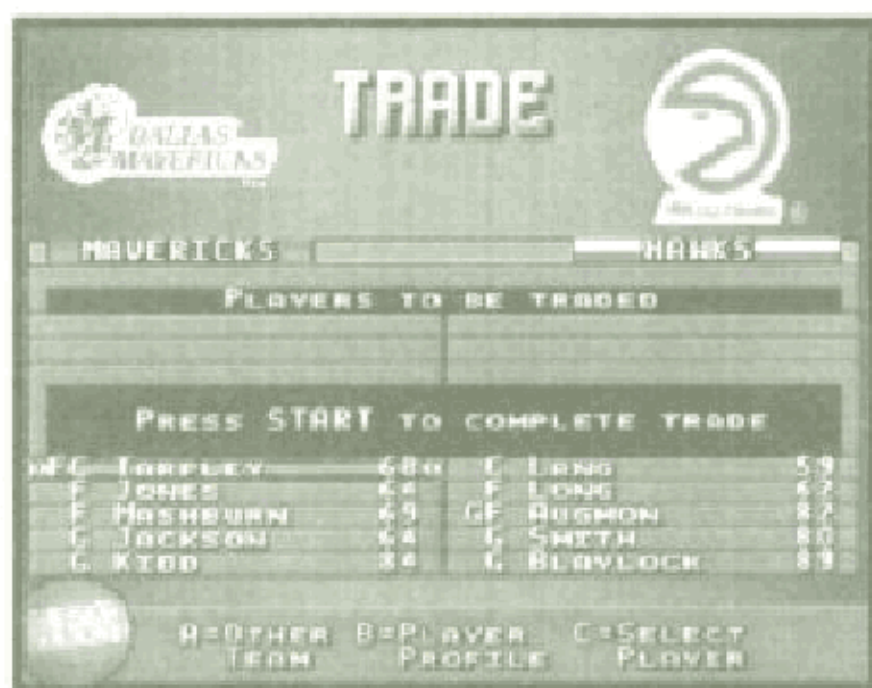
A Button: Next Rating

B Button: Player profile

C Button: Select Player

D-Pad left/right: Change team

Start Button: Exit

TRADE PLAYERS

Displays the Trade screen where you can trade players between teams.

Use the D-pad left/right to select the two teams that will trade players. Use the D-pad up/down to move to the player you want to trade, then press the C button to select the player for trading. You can have up to three players on each team selected for trading.

Once your selections are made, press the Start button to execute the Trade. You're asked to confirm the trade; press the A-button to cancel the trade, B-button to modify the trade, or C button to accept the trade as is.

One-sided trades can be rejected by the computer, so you'd better be sure it's a good trade for the computer as well as for you!
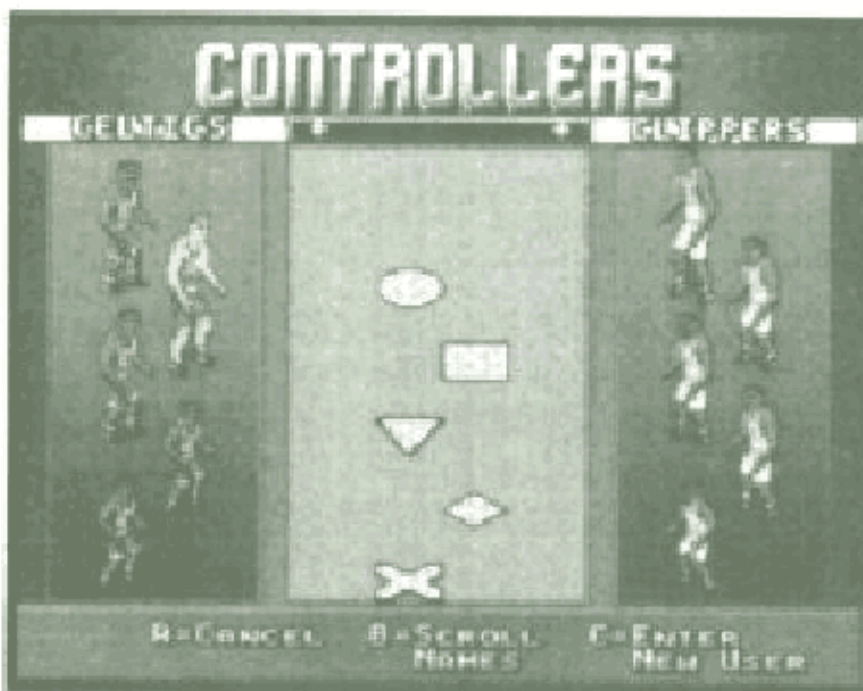
A Button: Other team

B Button: Player profile

C Button: Select Player

D-Pad left/right: Change teams

D-Pad up/down: Highlight other players

Start Button: Execute Trade or Exit (if no players selected)

SIGN FREE AGENTS

Displays the Sign Free Agents screen where you can see the available free agents in the league and sign them up. Free agents are listed by type: Guard/Forward, Guard, Center, Center/Forward, Forward/Center, Forward, and Forward/Guard. Use the D-pad left/right to see the various lists of free agents. Use the D-pad up/down to select the desired free agent.

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If the team roster is full (12 players), then the signing is canceled. You must free up a space on the roster by using the Release Free Agent option, described below.

A Button: Next Position

B Button: Player profile

C Button: Sign Player

D-Pad left/right: Change Team

D-Pad up/down: View more players

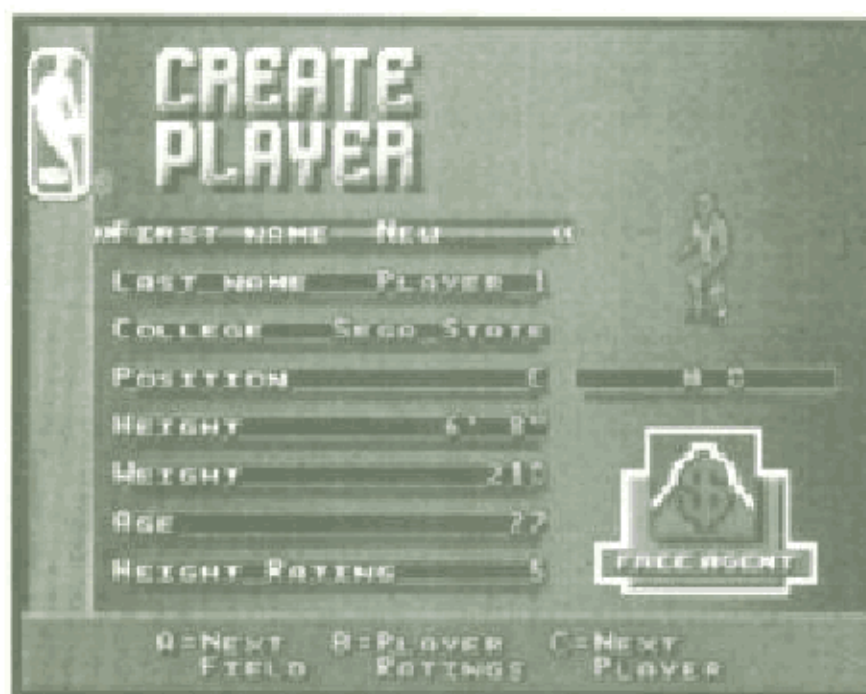Start Button: Exit

RELEASE PLAYERS

Displays the Release Player screen where you can release players from any team roster. The controls are the same as for Sign Free Agents (above), except that here the C Button releases the player instead of signing him..

PLAYER/TEAM PROFILES

Displays the Player Profile screen or the Team Profile screen (see page 22 for details).

CREATE PLAYER

Displays the Create Player screen, where you can add your own players (up to 40!) to the NBA Action '95 teams. Use the A button to move from field to field. In a field, use the D-pad up/down to alter the items inside a field. Press the B button to see the player ratings; there are several screens of player ratings, so make sure you view them all. When you have designed the player the way you like, press the Start button to save your new player. (Press A button to cancel the new player, press B button to make changes, or press C button to save the new player.) If the team roster is full, the new player is added to the free agent list.

A Button: Next field

B Button: Player ratings

C Button: Next player

D-Pad left/right: Next letter in field

D-Pad up/down: Next letter or number in current spot

Start Button: Exit

INJURY REPORT

Displays the Injury Report screen, where you can view the status of injured players; see page 20.

PLAYER RECORDS

See page 16.

TEAM RECORDS

See page 16.

USER RECORDS

See page 16.

FRANCHISE PLAYERS

Displays the Franchise Players screen, where you can see the rankings of every user kept in the records.

RESET ROSTERS

Selecting this option resets the rosters to their original (default) settings. You are asked to confirm this command by pressing the C Button to reset; press the A Button to return to the Season Rosters screen without resetting.

RESET RECORDS

This resets the records for the cartridge, erasing all records stored.

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TEAM PLAYER™

NBA Action '95 uses Sega's multi-player adapter, Team Player™, to let you play with up to five people simultaneously! All five people can play as a team and take on the computer, or you can split up and go head-to-head with your buddies. If you thought NBA Action was hot when you played it alone, try it with a team!

Here's how it works:

• Plug the Team Player into Port 2 on the Genesis.

• Plug your other controllers into the ports on the Team Player.

Player 1 is controlled through port 1. Players 2 through 5 are controlled through the Team Player.

STRATEGY TIPS

Here's some tips on how to succeed at NBA Action '95.

• Use your knowledge of basketball tactics.

Yes, those maneuvers that you've learned on the court or from watching NBA teams in action can be used in NBA Action '95. Set a pick, try for the fast break, look for the open lane and drive for the basket. Once you've mastered the basic controls, check out the more advanced maneuvers in the Control Summary. They're especially important if you're playing with more than one player.

• Use your knowledge of basketball strategy.

Team management is important in season play. Picking the right players for the right positions, handling your substitutions properly, and knowing when to slow things down or speed things up is critical.

• Know your players, and play to their strengths.

Look at the statistics for each player and study them so you know their strengths and weaknesses. Don't try for treys when a player has a low percentage for treys. And it's obvious that you shouldn't have a short player trying to block a tall player, but there's a lot more to picking a matchup than that. Play the statistics and you'll get an edge that could be crucial.

• When you're hot, you're red.

When the player you're controlling is on a hot streak, the indicator will flash red. This means he's on a roll, and his shots are more likely to go in. But watch out; all it takes is one missed shot to break the streak.

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• When you're cold, you're blue.

If your player is running cold, the indicator will flash blue. It's harder than ever to score when he's cold. Maybe it's time for a substitution. Or if you can wait for the end of the quarter, all streaks (hot or cold) end then.

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To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**

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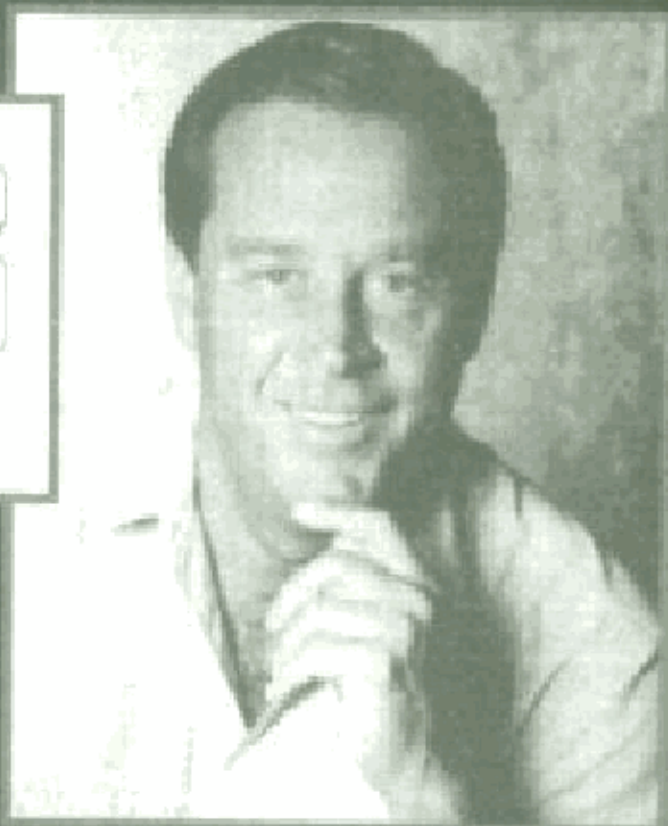
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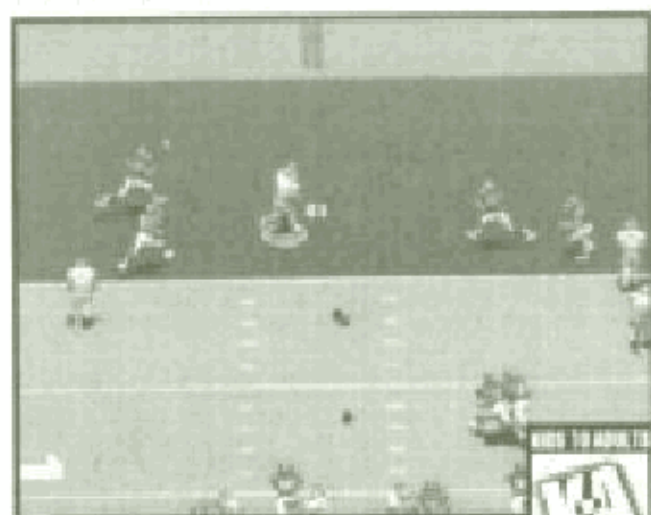
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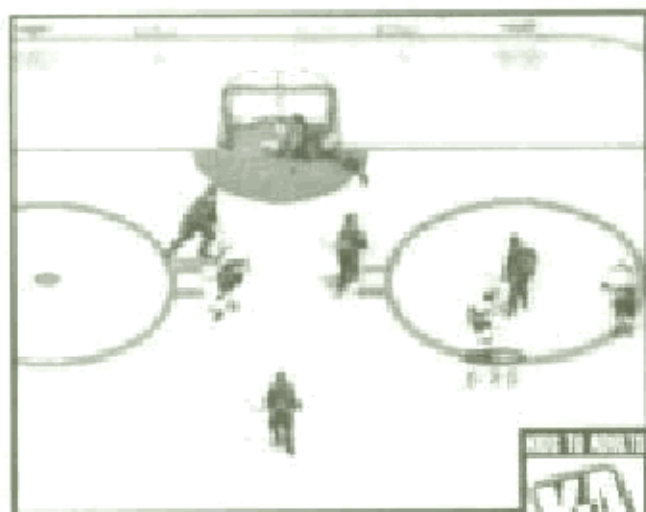
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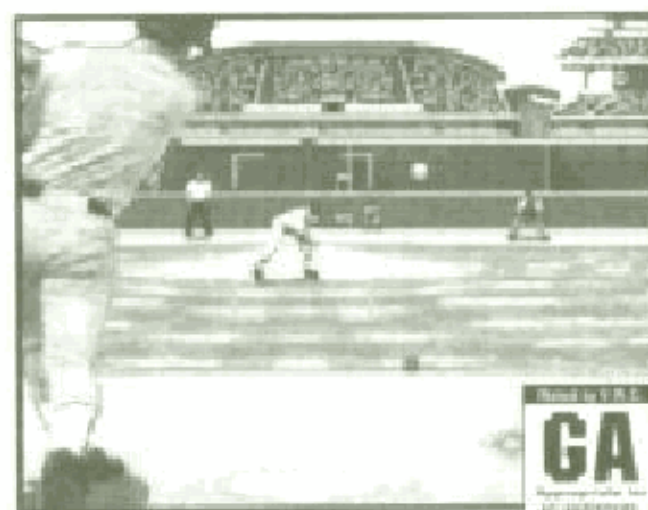
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